

Game Manual

GO FISH!



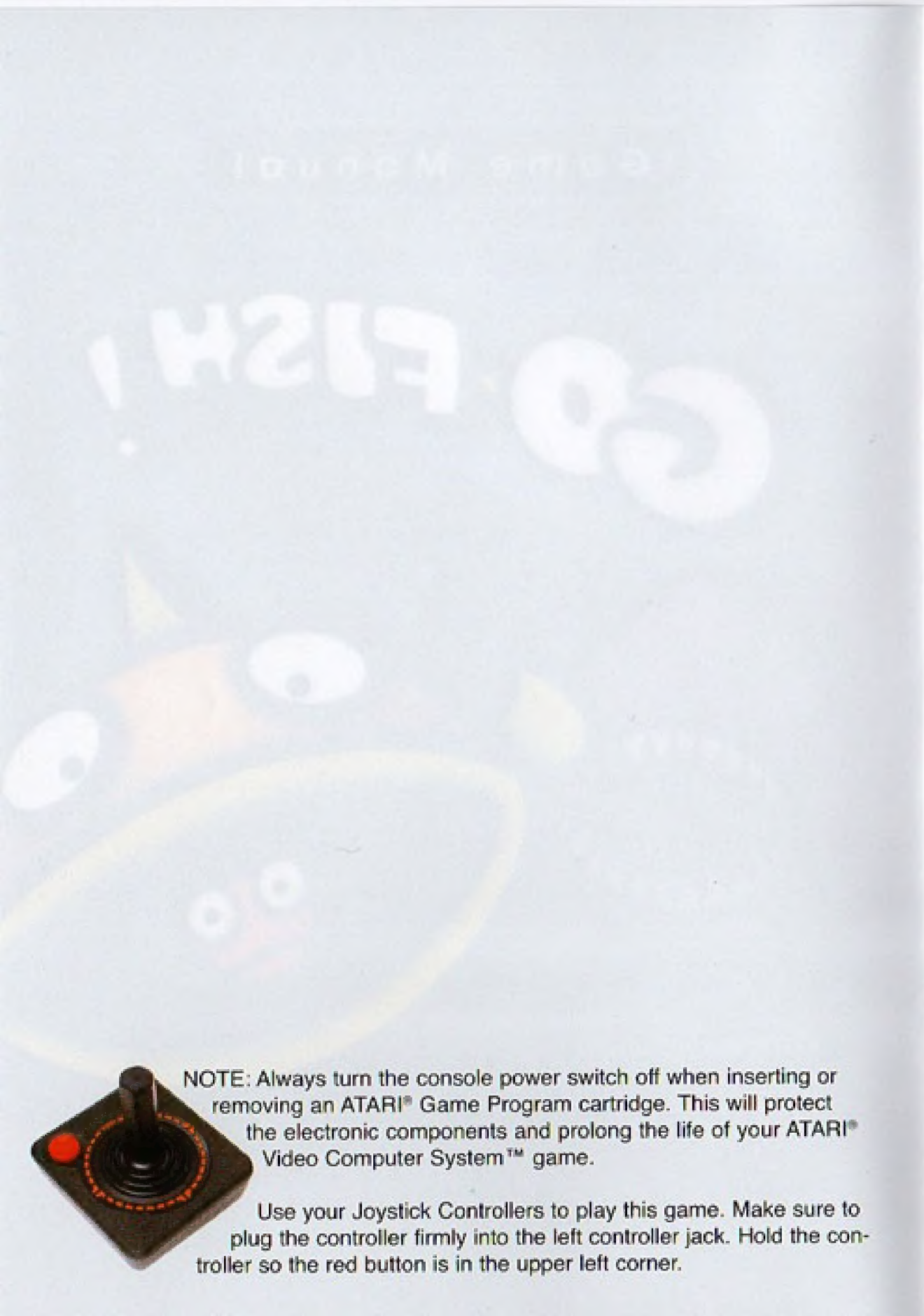
ATARIVox *enhanced*

For 1 or 2 Players

Use with Joystick Controllers

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AtariAge



NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

Use your Joystick Controllers to play this game. Make sure to plug the controller firmly into the left controller jack. Hold the controller so the red button is in the upper left corner.

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"EAT OR BE EATEN,"

Pops had said as he sent me outside today. "Eat or be eaten, Junior. Remember; that's the law of the sea."

I struggled to remember all the other advice I had been given in preparation for this day, my first out alone in the sea. The only thing that came to mind was, "Beware the shark!" I shivered in the early morning chill. I hoped not to see any sharks— and then all such thoughts were driven from my head by the sight of a tasty little fish swimming by, blissfully ignorant of me and my suddenly-complaining stomach.

"That looks like breakfast," I thought as I began to glide towards the still-unaware fish. I came right behind him and gulped him down in one bite. Mmmmm! That was pretty good!

"This is the life," I murmured happily as I spied a few more swimming treats across the water. As I moved in their direction, however, a few larger fish languidly moved into view. As I eyed them warily, I couldn't help but notice that they were looking at me with the same hungry expression that had been on my face just moments before...

GAME PLAY

You begin the game with a single, small fish near the floor of the sea. Other fishes will swim by from the right and the left. Swim over the fish that are your size or smaller to eat them and grow bigger; swimming into a larger fish allows it to eat you and end your game. Press the fire button when your game is over to begin again.

There are two game modes and several skill levels (see GAME VARIATIONS).

USING THE CONTROLLERS

Plug one controller into the LEFT CONTROLLER jack for one-player games; plug a second controller into the RIGHT CONTROLLER jack for two-player games. In two-player games, the player using the left controller starts the game. Hold the controller with the red fire button to your upper

left, toward the television screen. Press the red fire button to start the game.

Use your Joystick to maneuver your fish through the waters of the sea. Push the Joystick right to move to the right; push it left to move to the left; push it up to move up, towards the surface of the ocean; push it down to move down, towards the ocean floor. The red fire button has no function during game play.

CONSOLE CONTROLS

Press GAME RESET to return to the title screen at any time.

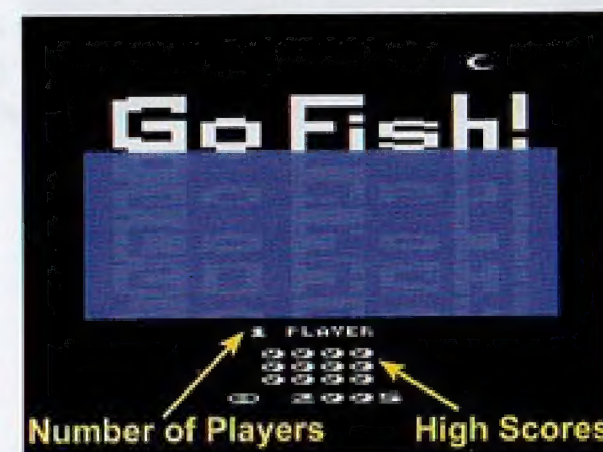


Figure 1. Title Screen.

2600 users: Set the TV TYPE switch to B-W to turn the music off at any time. Set it to COLOR to turn the music back on.

7800 users: Press PAUSE to turn the music off at any time. Press PAUSE again to turn the music back on.

On the title screen, press GAME SELECT to choose between a one-player and a two-player game. The GAME SELECT switch is not used during game play.

Set the LEFT DIFFICULTY switch to select the starting size of your fish: set to B (NOVICE) to start with a small fish; set to A (EXPERT) to start with a larger fish.

The RIGHT DIFFICULTY switch is only used in two-player games. Set

to B (NOVICE) and neither your nor your opponent's fish will grow during your game, no matter how many fish you eat. Set to A (EXPERT) and both your and your opponent's fish will grow as you eat other fishes.

GAME VARIATIONS

There are two main game variations in Go Fish!, each with several variations of their own:

In the one-player game, see how many fish you can eat in the ocean as you avoid larger fish and dangerous sea creatures. Set the LEFT DIFFICULTY switch to choose your fish's starting size. Eat enough fish and your fish will grow bigger. As your fish grows, larger fish will enter your part of the ocean looking for a tasty meal, and other, more dangerous creatures will begin to appear as well.

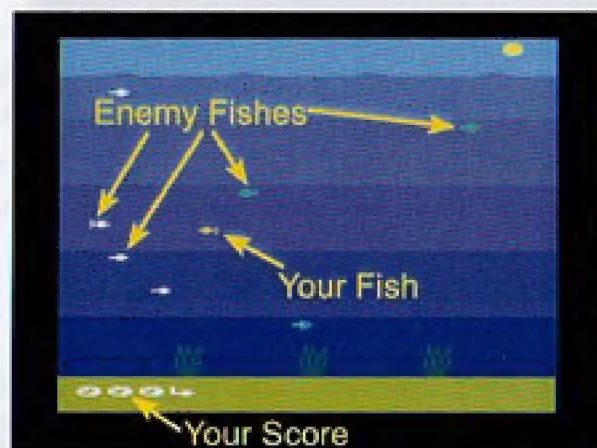


Figure 2. One-player game.

In the two-player game, see who will be the first to score 10 points in a battle against your opponent. Score a point every time your opponent is eaten by you or another fish. Set the LEFT DIFFICULTY switch to choose your fishes' starting sizes and set the RIGHT DIFFICULTY switch to choose whether your fish will grow as they eat other fish (see CONSOLE CONTROLS).

When you swim into your opponent and your fish are both the same size, you will bounce off each other, stunned, in opposite directions. If one of your fishes is larger, the larger fish will eat the smaller fish! After being

eaten, your fish will have about four seconds of safety from your opponent's fish - note that during this time your fish is not safe from the other denizens of the sea!

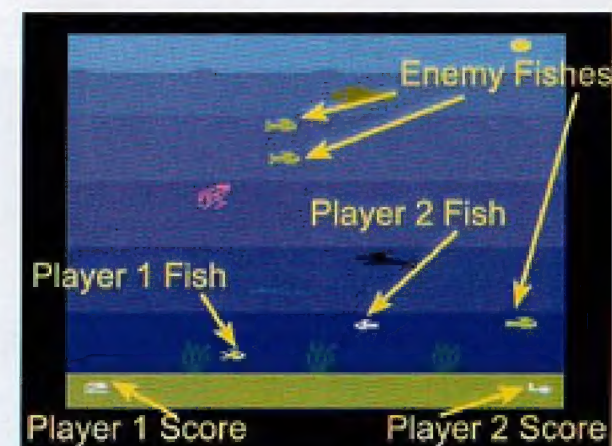
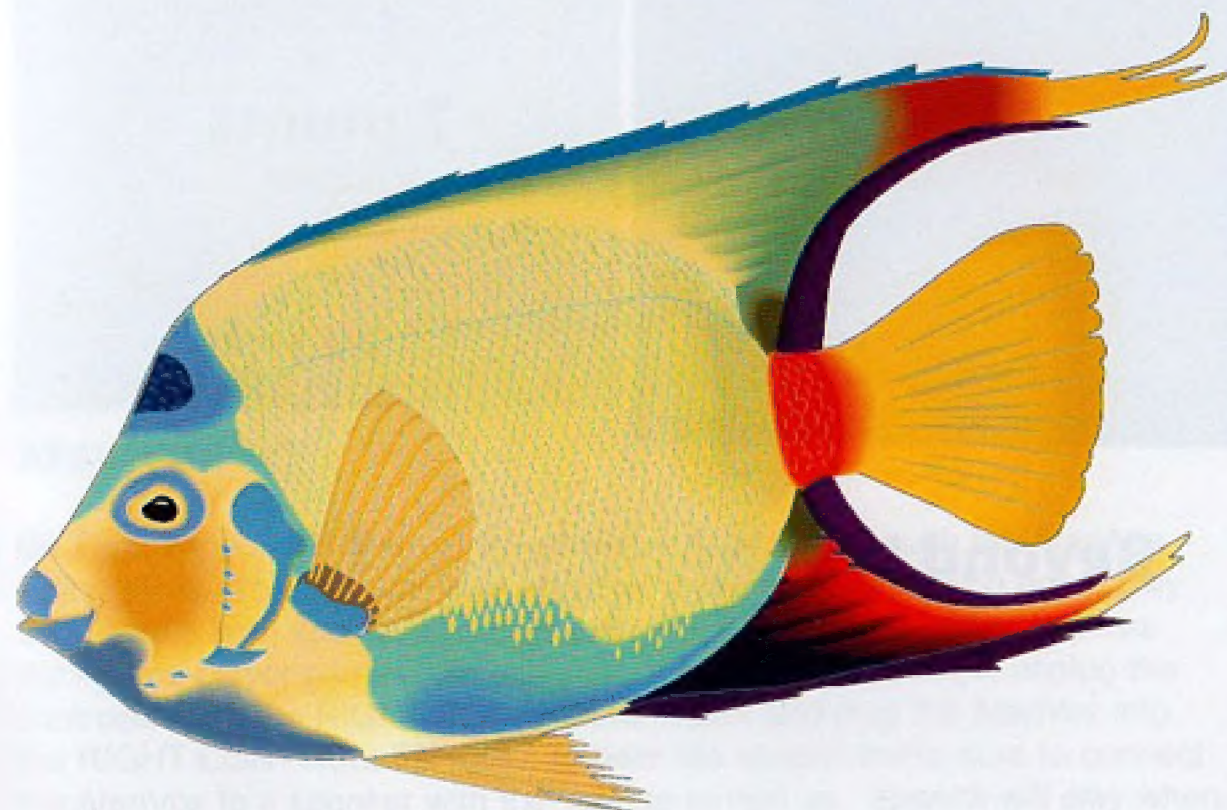
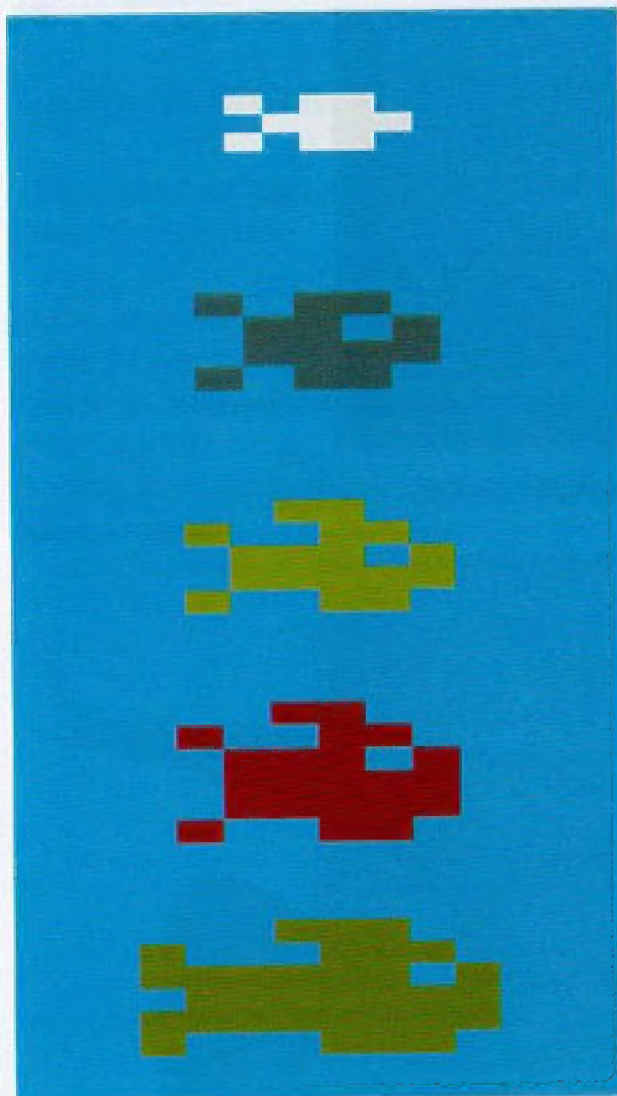


Figure 3. Two-player game.



SCORING

In the one-player game, you earn points every time you eat another fish:



1 point

2 points

4 points

7 points

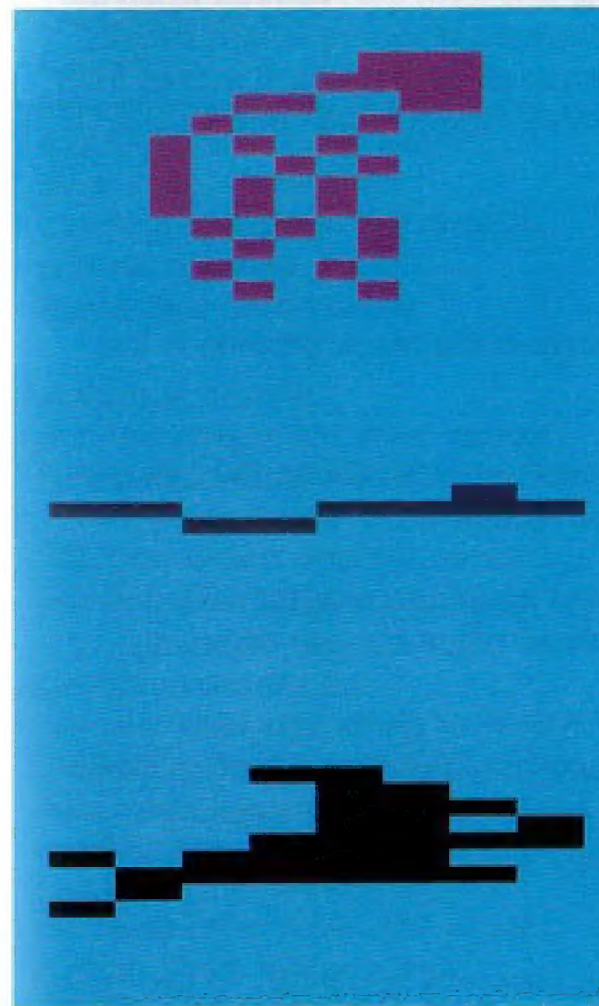
10 points

Beyond that...

???

DANGEROUS CREATURES

While hunting for your next catch, be wary of the following ocean dwellers, as they'll put a quick end to your quest for dinner!



The jellyfish secretes a poisonous fluid directly through its skin that will instantly kill anything that comes into contact with it!

The Electric Eel has 6000 volts running through his veins - which makes him deadly to the touch!

The Shark's sharp teeth and quick reflexes are more than a match for any ordinary fish, no matter the size.

ATARIVOX

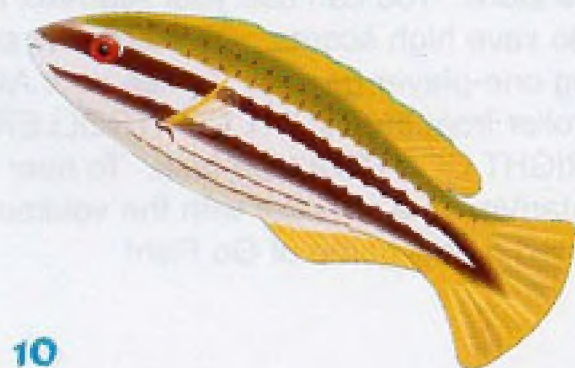
Go Fish! supports the use of the AtariVox, available through the AtariAge online store. You can use your AtariVox to hear speech during game play and to save high scores. Go Fish! only supports the use of the AtariVox during one-player games. To use your AtariVox with Go Fish!, unplug the controller from the RIGHT CONTROLLER jack and plug the AtariVox into the RIGHT CONTROLLER jack. To hear the speech make sure to connect the AtariVox to a speaker with the volume turned up. Speech will play when you start a new game of Go Fish!

To save high scores with the AtariVox, make sure the AtariVox is plugged into the RIGHT CONTROLLER jack on your Atari console while you are playing Go Fish!

Go Fish! will save and load high scores to and from the AtariVox when the AtariVox is connected and your Atari is powered on or the GAME RESET switch is pressed. If you wish, you can erase all Go Fish! high scores from your AtariVox by pressing and holding GAME RESET and GAME SELECT when you turn on your Atari console.

TIPS AND HINTS

- If you need a breather, you can hide safely in the reeds growing in the ocean floor.
- Beware the left and right sides of the ocean - enemy fishes (and worse!) can appear without warning from the murky depths.
- Know thy enemy. Learn the behavior and appearance of the other creatures inhabiting the sea. Some of them might behave differently at different times during your game!
- If you are playing two-player Go Fish! with growing enabled, try to grow as fast as possible, even at the cost of being eaten a few times - the advantage of a larger size than your opponent will be hard for him to overcome.
- Bouncing your opponent into the waiting jaws of a larger fish, in two-player Go Fish!, is an especially satisfying path to victory.
- Your fish will increase in size, through the first five sizes, when he has earned 5, 19, 55, and 132 points in the one-player game on the NOVICE setting. Beyond that...?



CREDITS

Production:

- Code, graphics, and sound effects: Bob Montgomery
- Music: Tommy Montgomery
- Manual text: Bob Montgomery
- Manual layout: Tony Morse
- Cartridge label design and illustration: Renato Brito
- Cartridge production and manual printing: AtariAge
- Game Title: Scott Dayton

Additional credits:

- AtariVox driver code: Alex Herbert
- Ripple effect table: Alex Herbert
- 7800 detection code: Nukey Shay
- PAL Conversion: Thomas Jentzsch and Bob Montgomery

Additional thanks to:

- Anthony "atwwong" Wong for testing the 7800 detection code.
- Alex Herbert for help with the AtariVox driver code as well as inspiration and sample code for the ripple effect on the title screen.
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- Andrew Davie for 2600 Programming for Newbies
- Paul Slocum for the Atari 2600 Music Guide, the (beta) loopcart, and for showing what is sonically possible with TIA.
- Eckhard Stolberg for the complete TIA note chart.

- Kevin Horton for the bank switching document.
- Nukey Shay for patient guidance on how bank switching works.
- Tommy for endless rewrites of the music, to ever-changing specs, and for lots and lots of testing.
- All the members of AtariAge who surprised me with your enthusiasm for the early, very rough versions of Go Fish!, and who encouraged me with your kind comments and clever suggestions.
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- The [stella] list for the amazing amount of information in the archives and for supporting the 2600 homebrew scene.
- Richard Hutchinson for donating an AtariVox and an AtariVox PC interface as well as for all his help with them
- Rebecca for bearing with my late nights in front of the computer, for testing, and for your enthusiasm.
- Danny and Mikey for cheerfully loving me every day and for taking to video games like fishes to water. How could you do otherwise?



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